AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently amended) A method for enabling a user interface manager to modify a scene graph for an application, comprising:

receiving the scene graph for the application, wherein the scene graph defines visual attributes for a user interface associated with application;

using the scene graph to render a visual output for the user interface;

displaying the visual output for the user interface to a user of the application; and

modifying the scene graph through the user interface manager, whereby the user interface manager can produce visual effects for the user interface in addition to visual effects produced by the application;

wherein modifying the scene graph through the user interface manager involves adding a lower-level branch graph to the scene graph to produce a unified scene graph;

wherein the lower-level branch graph is associated with a second application; and

wherein adding the lower-level branch graph to the scene graph additionally involves providing a security mechanism, which can be used to restrict the application from accessing the lower-level branch graph associated with the second application.~~application.~~

2. (Original) The method of claim 1, wherein receiving the scene graph for the application involves:

allowing the application to construct the scene graph; and

receiving the scene graph from the application.

3. (Original) The method of claim 1,

wherein receiving the scene graph for the application involves receiving multiple scene graphs for multiple applications; and

wherein displaying the visual output involves displaying visual output for multiple applications in the same display.

4. (Original) The method of claim 3, wherein displaying the visual output involves ensuring that there is no interference between visual output from different user interfaces.

5. (Original) The method of claim 3, wherein the user interface manager maintains the multiple scene graphs in separate data structures.

6. (Original) The method of claim 3, wherein the user interface manager combines the multiple scene graphs into a single master scene graph that represents an entire scene to be displayed.

7. (Original) The method of claim 1, further comprising:

intercepting a user input event for the user interface at the user interface manager before the user input event is forwarded to the application; and

performing an associated action.

8. (Original) The method of claim 7, wherein after intercepting the user input event, the user interface manager:

consumes the user input event;

forwards the user input event to the application; or

modifies the user input event before forwarding the user input event to the application.

9. (Original) The method of claim 7, wherein performing the associated action involves modifying the scene graph to produce visual effects for the user interface.

10. (Original) The method of claim 1, wherein modifying the scene graph through the user interface manager involves:

cutting or copying a portion of a first scene graph associated with a first application; and

pasting the portion to a second scene graph associated with a second application.

11. (Original) The method of claim 1, wherein modifying the scene graph through the user interface manager involves:

cutting or copying a portion of the scene graph; and

converting the portion into an independent branch graph that the user interface manager interacts with directly.

12. (Cancelled)

13. (Cancelled)

14. (Cancelled)

15. (Current amended) The method of ~~claim 13~~claim 1, wherein adding the lower-level branch graph to the scene graph additionally involves providing a security mechanism, which can be used to restrict the second application from accessing higher-level portions of the scene graph associated with the application.

16. (Currently amended) A computer-readable storage medium storing instructions that when executed by a computer cause the computer to perform a method for enabling a user interface manager to modify a scene graph for an application, the method comprising:

receiving the scene graph for the application, wherein the scene graph defines visual attributes for a user interface associated with application;

using the scene graph to render a visual output for the user interface;

displaying the visual output for the user interface to a user of the application; and

modifying the scene graph through the user interface manager, whereby the user interface manager can produce visual effects for the user interface in addition to visual effects produced by the application;

wherein modifying the scene graph through the user interface manager involves adding a lower-level branch graph to the scene graph to produce a unified scene graph;

wherein the lower-level branch graph is associated with a second application; and

wherein adding the lower-level branch graph to the scene graph additionally involves providing a security mechanism, which can be used to

restrict the application from accessing the lower-level branch graph associated with the second application.~~application.~~

17. (Original) The computer-readable storage medium of claim 16, wherein receiving the scene graph for the application involves:

allowing the application to construct the scene graph; and

receiving the scene graph from the application.

18. (Original) The computer-readable storage medium of claim 16,

wherein receiving the scene graph for the application involves receiving multiple scene graphs for multiple applications; and

wherein displaying the visual output involves displaying visual output for multiple applications in the same display.

19. (Original) The computer-readable storage medium of claim 18, wherein displaying the visual output involves ensuring that there is no interference between visual output from different user interfaces.

20. (Original) The computer-readable storage medium of claim 18, wherein the user interface manager maintains the multiple scene graphs in separate data structures.

21. (Original) The computer-readable storage medium of claim 18, wherein the user interface manager combines the multiple scene graphs into a single master scene graph that represents an entire scene to be displayed.

22. (Original) The computer-readable storage medium of claim 16, wherein the method further comprises:

intercepting a user input event for the user interface at the user interface manager before the user input event is forwarded to the application; and

performing an associated action.

23. (Original) The computer-readable storage medium of claim 22, wherein after intercepting the user input event, the user interface manager:

consumes the user input event;

forwards the user input event to the application; or

modifies the user input event before forwarding the user input event to the application.

24. (Original) The computer-readable storage medium of claim 22, wherein performing the associated action involves modifying the scene graph to produce visual effects for the user interface.

25. (Original) The computer-readable storage medium of claim 16, wherein modifying the scene graph through the user interface manager involves:

cutting or copying a portion of a first scene graph associated with a first application; and

pasting the portion to a second scene graph associated with a second application.

26. (Original) The computer-readable storage medium of claim 16, wherein modifying the scene graph through the user interface manager involves:

cutting or copying a portion of the scene graph; and

converting the portion into an independent branch graph that the user interface manager interacts with directly.

27. (Cancelled)

28. (Cancelled)

29. (Cancelled)

30. (Currently amended) The computer-readable storage medium of ~~claim 28~~claim 16, wherein adding the lower-level branch graph to the scene graph additionally involves providing a security mechanism, which can be used to restrict the second application from accessing higher-level portions of the scene graph associated with the application.

31. (Original) An apparatus that enables a user interface manager to modify a scene graph for an application, comprising:

a receiving mechanism configured to receive the scene graph for the application, wherein the scene graph defines visual attributes for a user interface associated with application;

a rendering mechanism configured to use the scene graph to render a visual output for the user interface;

a display mechanism configured to display the visual output for the user interface to a user of the application; and

a user interface manager configured to modify the scene graph, whereby the user interface manager can produce visual effects for the user interface in addition to visual effects produced by the application.

32. (Original) A means for enabling a user interface manager to modify a scene graph for an application, comprising:

a receiving means for receiving the scene graph for the application, wherein the scene graph defines visual attributes for a user interface associated with application;

a rendering means for using the scene graph to render a visual output for the user interface;

a display means for displaying the visual output for the user interface to a user of the application; and

a user interface management means configured to modify the scene graph, whereby the user interface management means can produce visual effects for the user interface in addition to visual effects produced by the application.